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**ARCADE HELPLINE**

Mr. B.G. King, of 54, Everest Rd, Somerford, Christchurch, Dorset, BH23 3BB needs help on the following:-

DARK TOWER -How do you get into the other screens.

AIRWOLF -How many scientists need rescuing (see map this issue for help on this.

FLIGHT PATH 737 -How do you get over the mountains on Level 2.

D. Brown, of 59, Sycamore Fields, Harlow, Essex. Cannot get through the first screen in Super Gran, can anyone help.

**ADVENTURE HELPLINE**

D. Brown, of 59, Sycamore Fields, Harlow, Essex. Is having trouble on Time Machine and Escape from Pulsar Seven. Has anyone any tips.

**SEND ALL CORRESPONDENCE TO:**

H&D SERVICES  
1338, ASHTON OLD ROAD  
HIGHER OPENSHAW  
MANCHESTER  
M11 1JG.

ISSUE 3 CIG/PLUS 4 HARDTOP

AVAILABLE FROM 17TH MAY

**BACK ISSUES**

Issue 1 of this Handbook is still available. Price fl.



**EDITORIAL**

Welcome to issue 2. The support we received for issue 1 was excellent and far exceeded our expectations, the good news is that we believe that this issue is even better.

We thank everyone who took the time to send in their hints, pokes, maps, swops, sales, etc. Without this support we would not have a handbook.

This issue as well as the game playing hints we have a comprehensive review of all the full priced software that has appeared since our last issue. Each of the games is given a percentage score against certain set criteria.

We hope you enjoy the handbook and we hope to see you again next issue.

**FRONT COVERS**

This issue our thanks to A. Smith, of Eccleston and J. Kennedy, of Watford for their front cover designs.

If you believe you can design anything as good then do send in your entries all entries we print receive a small token of our thanks so get those pencils sharpened.

**ISSUE 1 SOFTWARE WINNER**

Our congratulations to R. Cope of Skegby who wins £8 worth of software for his contributions. Some consolation prizes were also given.

**WANTED YOUR ORIGINAL HINTS/POKES/MAPS**

The success of a handbook like this relies in the main on a cross flow of information between its readers. The more contributions the better the handbook. Many contributors now find that even if they don't win the main £8 worth of prizes they may receive some small token of our thanks. We will always try to reward any contribution that has obviously taken time and effort to produce.

A new system we introduce this issue is to encourage our readers to try and put together information on specific games. We list against each game what we'd like to see whether it be hints, pokes or maps. This doesn't mean to say that if you have any tips for games we don't list that you can't send them in because if we have't published the tips previously we would still like to have them.

The following conditions still apply:

1. **POKES** Always include any associated information on how to enter the Poke.
2. **HINTS** Write as neatly as possible as our interpretation of hand writing may sometimes lead to mistakes.
3. **MAPS** Maps should be no bigger than A4 size, although you can have various parts of a map on separate sheets as long as it still makes sense. if you wish your maps returned please enclose a stamp addressed envelope.

WE ARE ON THE LOOKOUT FOR: (H=HINTS, M=MAPS, P=POKES.)

MOON BUGGY (P), SKRAMBLE (P), ACE (H,P), PANCHO (H,P), ENIGMA (H,P,M), CORMAN (H,P), GULLWING FALCON (P), KUNG FU KID (H,P), GUNSLINGER (H,P), TOM THUMB (H,P,M), COMMANDO (H,P), WORLD SERIES BASEBALL (H), BONGO (H,P), RESCUE FROM ZYLON (H,P), REACH FOR THE SKY (H,P), plus anything else you believe might be of interest.

**GENERAL NEWS AND GOSSIP**

**C16/PLUS 4 GAME COMPATABILITY PROBLEMS**

As a warning to PLUS 4 owners who may not be aware there are some C16 games that will not load on the PLUS 4.

The games are Dark Tower by Melbourne House, Grand Master Chess (a PLUS 4 compatible version is planned) and Auto Bahn.

If you are aware of any others, please let us know so that we can warn readers in future issues.

**ADVENTURE INTERNATIONAL GO BUMP**

Adventure International one of the main producers of adventure software for most popular Micros have apparently gone to the wall. For a number of weeks prior to the official announcement we have ourselves had difficulty obtaining some of their adventures from our suppliers due to the fact that their stocks had not been replenished by A.I. The fighting fantasy connection with Steve Jackson and Ian Livingstone has now been taken on by US Gold. The latest being Rebel Planet which follows on from the Seas of Blood which was put out by A.I.

A.I. will be sadly missed although their programming talent should be picked up by other software houses. A.I. in our minds brought the Adventure to the notice of a far wider audience particularly in the last 12 to 18 months with good quality adventures that were fun as well as puzzling to play. Gremlins was the first in their new style of adventure and due to its film link did extremely well. Unfortunately their releases after this did not do as well, and Robin of Sherwood was perhaps a little too easy and although acclaimed by the critics it did not sell very well. A.I. then struck a deal with Steve Jackson and Ian Livingstone to bring Fighting Fantasy to the computer. Seas of Blood was released initially on the Spectrum and its unusual features did not appeal to everyone's taste. The computer press had mixed feelings and sales were disappointing. Problems then arose in conversions for the other machines specifically the CBM version which arrived very late, too late it appears to keep A.I.'s head above water.

A.I.'s next planned adventure was due to be the third in the Questprobe series featuring the Human Torch and the Thing by Scott Adams. This adventure is now due for release in May under the All American Adventures label.

We will sadly miss the Adventure International label. We need more houses who produce adventures not less. In the short term anyway this will leave a hole that hopefully will be quickly filled.

**SOFTWARE NEWS AND GOSSIP**

**TYNESOFT GO EDUCATION**

As we are all too aware there is a definite lack of education available on our machines. The good news is that Tynesoft plan to release 4 educational tapes in the forth coming weeks. All 4 cover the 'O' Level syllabus for the 4 main subjects, English, Maths, Physics and Chemistry. We will keep you informed as to any further developments.

**OFF THE HOOK TITLES ANNOUNCED**

The drug rehabilitation software compilation is due out soon and all the titles have been announced. We must say that the list is a pretty pathetic sight and the software houses have certainly not gone overboard in the games given. On the Spectrum Psyton, Fall Guy, Buggy Blast, Ad Astra, Splat, Mugsy, Kong Strikes Back, Chequered Flag, Blue Max. On the C64 Pitfall 2, Psytron, Fall Guy, Demon of Topaz, Sam Stoa Safebreaker, Kong Strikes Back, Black Thunder, Deathstar, Talladega, Classic Adventure.

We feel that some of the bigger software houses could have given more recent games or is it that they plan their own compilations in the future, why give them away to charity when they can make more money in the future.

The good news or is it bad news, is that Amstrad, BBC and C16 versions are definitely planned if they can find the contributions from the software houses.

The compilations will be priced at £6.99 and although we believe them to be lacking in quality, buy for the sake of a good cause.

### PEN PAL SERVICE

David Stevenson, aged 13, of 29, Brinklow Close, Matchborough west Redditch B98 0HR. is hoping to start up a pen pal service. Anyone interested please write to him and include your address, telephone number and information about themselves, including what machine is owned. Please include an S.A.E. and sent to the address above or telephone David on Redditch 24941. Do it now!

### PROGRAM LISTING

As suggested in one of our readers letters we are asking you to send in any program listings you have. It could be a game or a utility or anything that you believe will be of use to fellow C16/Plus 4 owners. Send your program listing plus a tape of the program which we will return to you. We will print as many listings as possible, so send in your contributions.

### SOFTWARE FOR SALE

Mr. D. Kane, of 4, Ozanan Close, Fordley, Cramlington, Tyne & Wear NE23 7BW is willing to sell for £3.00 each Exorcist and Harbour Attack. Or send list of games to swop.

### KNOWING YOUR MACHINE

This column will cover any items of interest that may help you get more from your machine. G Distill of Nottingham made the following observations:

We have a game and every so often it hangs up on us! Which means resetting and loading from tape again which as you know is very frustrating. But we have found that by holding down the Run/Stop and the Shift keys and pressing the Re set switch on the side quickly, you go into the machine code monitor. You can now take your fingers off the keys, press X & Return and the machine is back into Basic. Type Run and behold your game starts again albeit from the beginning. It might sound a bit long winded but you can have your game up and running within a few seconds as opposed to the long wait waiting for your tape to load. I do not know whether this method will work on all programs as at present I'm just learning how to operate the built in features of the Plus 4.

### LOAD AND SAVE PROBLEMS

Mr. D. Kane, of 4, Ozanan Close, Fordley, Cramlington, Tyne & Wear, NE23 7BW, has a C16+ 64K ram board and he has some trouble getting his games to load and save. The screen prints press play and when he presses the play button, he gets break and machine code printed on the screen and flashing cursors all over the screen and graphic symbols. Several tries later he might get the game to load.

We have not come up against the problem and ask if any of our readers can offer any help.

### SYS HELP

Our thanks to F Cciftci for his following item:  
The statement SYS may not mean much but it can be very useful. For those people who have not read their user manual, it is used for starting machine code games or programs. This does not sound much but it can be very useful. For example how many have accidentally pushed the reset button when plugging a joystick in. Well it does not work on every game but if you type out the SYS and a number following it you can restart a game. Remember the game must be in pure machine code, most are. Here are some SYS starting addresses:  
SYS 8192 and SYS 4112 are the most common. Jon Williams games use SYS 4080. When you restart Tutti Frutti with SYS 8192 you get a remixed version of the tune it plays.

### C16 MODERN INTERFACE

We have been asked about the availability of a C16 modern interface. We are not aware of anyone producing one and ask if any of our readers know about availability of such an animal.

### THIS ISSUE

GAME PLAYING HINTS (H=Hints, M=Maps, P=Pokes & Cheats, S=Complete Solution)  
A.C.E. (H), AIRWOLF (M), BLAGGER (P), BIG MAC (P), BMX RACERS (H), THE BOSS (H), BEACH HEAD (P), CRUNCHER (H), CIRCUS (H), DALEY THOMPSON STAR EVENTS (H), ESCAPE FROM PULSAR 7 (H), EXORCIST (H,M), KUNG FU KID (H), MOON BUGGY (H), MAYHEM (H), PACMANIA (P), ROCKMAN (M), SWORD OF DESTINY (H), SPECTIPEDE (P), TUTTI FRUTTI (H), TYCOON TEX (P), THAI BOXING (H), WILLIAMSBURG ADVENTURE III (S)

### GAME REVIEWS

#### ARCADE

A.C.E., CASCADE.

BONGO, ANCO.

C16/PLUS 4 CLASSICS II, GREMLIN.

COMMANDO, ELITE.

GULLWING FALCON, GREMLIN.

GUNSLINGER, TYNESOFT.

REACH FOR THE SKY, GREMLIN.

RESCUE FROM ZYLON, GREMLIN.

ARCADE/ADVENTURE

TOM THUMB, ANIROG.

#### SPORT

FOOTBALL MANAGER, ADDICTIVE.

WINTER OLYMPICS, TYNESOFT.

WORLD SERIES BASEBALL, IMAGINE.

\*\*\*\*\*  
\*\*\*\*\* GAME PLAYING HINTS/POKES/MAPS \*\*\*\*\*  
\*\*\*\*\*

### A.C.E

#### SAVE YOUR FUEL

When you have an enemy fighter about to engage in a battle with you, decrease your thrust to about half way by pressing F1, then when you have a good dogfight you do not waste your fuel. During a dogfight roll about to dodge his missiles, and try to get him on the screen, so you can fire a yellow heat seeker at him. A common altitude of the enemy is around 940.

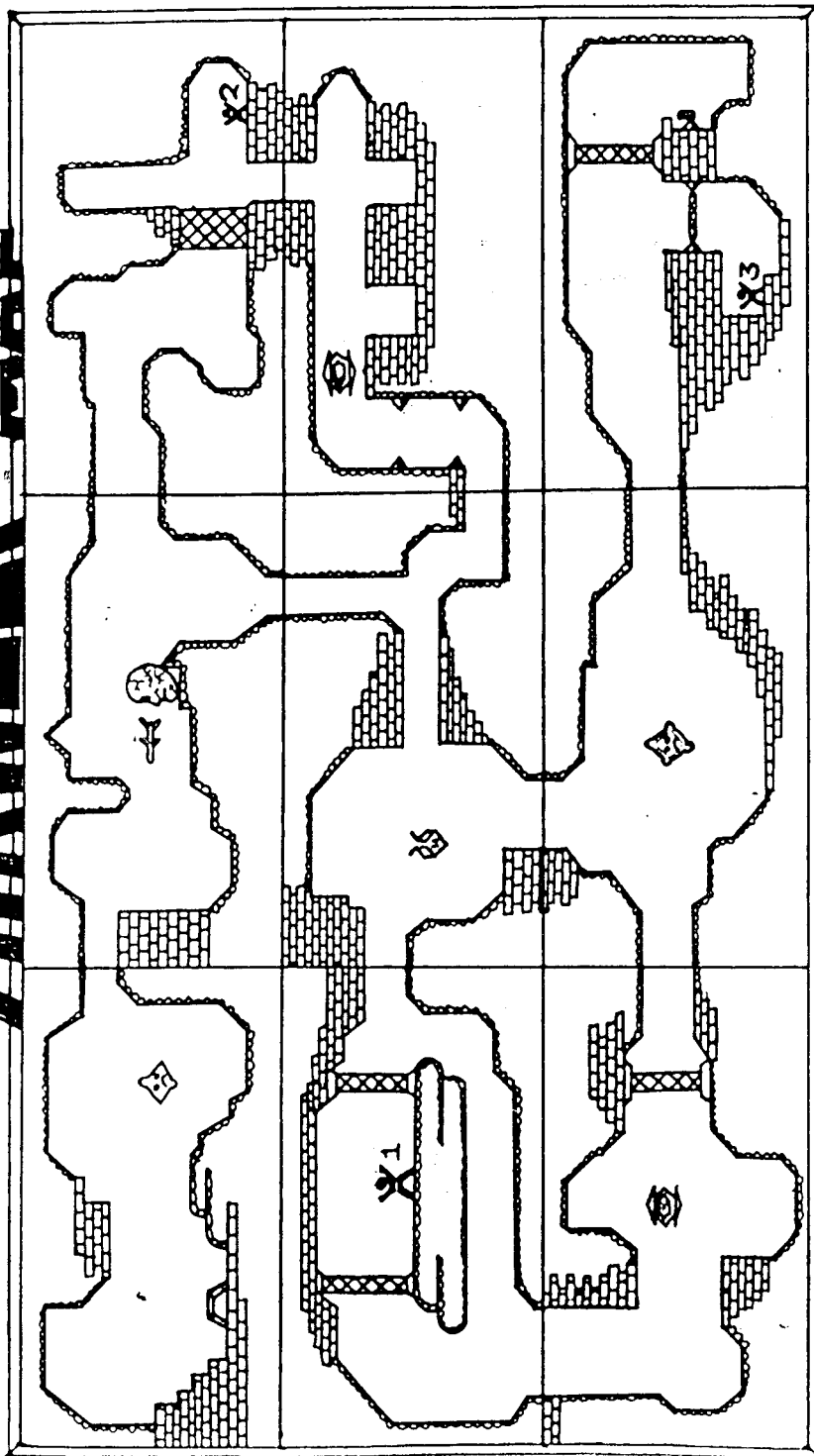
### BEACH-HEAD

#### HOW TO GET 50 LIVES

When the option screen appears, hold Runstop down and press Reset. Keep holding Runstop down till Monitor and some numbers appear. Now release runstop key and type the letter X and press return. Now type LIST 2000, line 2000 will now be shown. Where it says SH = 5, change the 5 to how many lives you want, but do not make it more than 50 or less than 5. When you have done this press return and then type RUN and press return. Then you can carry on with the game with up to 50 lives.

# ARCADE

COMPILED BY  
R. CAPE.



## BIG MAC

Load game normally. When title screen appears, press RUNSTOP/RESET and exit from the monitor by typing 'X' and then pressing RETURN. Then type:

```
POKE 7001,16  
SYS 7000
```

This will enable you to move onto the next screen by pressing 'Y'. This is normally only possible if the screen has been cleared previously.

## BLAGGER

Load the game and press the reset key then type:

```
POKE 13066,48  
SYS 9242
```

This gives almost infinite lives.

## BMX RACING

### A HELPING HAND

Do you keep running out of energy just before the finish of Course 2, do you wonder where an energy pod is..? Well the energy pod is to the left of the lake just after the second flag. It is inside a fence so you have to speed up to clear the fence, get the pod, then speed up for a second fence and go right to get back onto the finishing straight.

## THE BOSS

### NEVERENDING MONEY

When the game has loaded, type in LIST 6 and press return. When it prints out this line note where it says CA = 400000, edit the line so that CA = 1E+24, and so that DI = 1. When you have done this press return. Type LIST and press return. Wait for it all to list then type RUN and press return. When you begin your game you will immediately be in Division 1 and you can buy all the good players with your money never going down.

## CIRCUS

Answer to last issues helpline request:

The safety net must be erected with the aid of the clown, it is your way down once you have cut the cable and got the metal bar from the anchorage.

## CRUNCHER

### EASY POINTS

When you have just eaten a power pill, to earn a lot of points, go to the box in the middle of the screen where the ghosts appear. You will notice one certain ghost which is very slow. Just keep moving over him again and again to earn an easy high score. Watch out for when your power pill runs out though.

## DALEY THOMPSON'S STAR EVENTS

For those without a Joystick you can use A & 4 to run and Shift to jump.

### DAY 2

The best angle for jumping is between 46 and 54 degrees.

The best angle for the shot putt is between 46 and 54 degrees at full speed.

On the Javelin it is best to run at full speed upto the line then as you reach the line let fly at around 20 degrees for a long throw.

For those without a Joystick you can use Q & Y to run and Space to jump or throw.

### ESCAPE FROM PULSAR 7

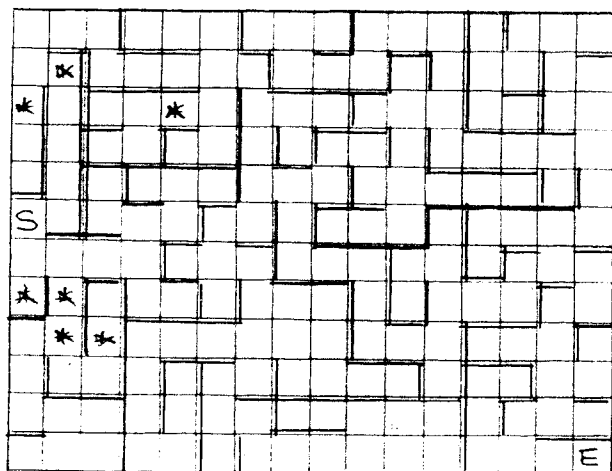
Answer to last issues helpline request:

To find a source of light "move couch" in crews social room, to repair the oven, you need to have repaired the lathe, if you have the square block 'turn square' you get a round block, take the round block to the oven location 'repair oven' does the trick.

### EXORCIST

Push the "S" key to pause the game, push the "M" key to turn the music off.

# EXORCIST



S = STARTING POINT  
\* = LOCATION TREASURES (LEVEL 1 ONLY)  
E = EXIT (WHERE SOLID BLOCK IS).

## HOW TO COMPLETE THE GAME

When you start the game you will notice a solid block at the bottom right hand side of the map wisdom. To complete the game you must collect all the treasures (when you have done this the block disappears) and go down to where the block was, then you will have to shoot 1 more ghost to complete the game

### KUNG FU KID

### LIZARD TROUBLE

If you are finding the defeat of the lizard at the end of each level a bit hard then do not struggle any more. When he appears go to meet him and punch just at the front of him, if the punch makes contact it makes a low bleep. After a few good hits he will start moving away, give chase and keep punching. This way you will easily finish each level. Another tip is to try and jump the little slaves as much as possible, it saves energy.

### MAYHEM

### HINTS ON PLAY

Take the cage to the horizontal pipe in the top centre of the screen, move away from it and just keep the fire button down, it gets the monsters every time.

### MOON BUGGY

### BOMBS AWAY

When you are travelling quite slow a bomb may drop vertically onto you. To avoid this fire rapidly and the missiles which you fire up intercept the bomb and make it disappear.

### PACMANIA

Load the game and press RUNSTOP/RESET. Then exit from the monitor as before and type the following:

```
POKE 7030,1  
SYS 4112
```

This will freeze the ghosts until an energy pill has been eaten.

### SPECTIPED

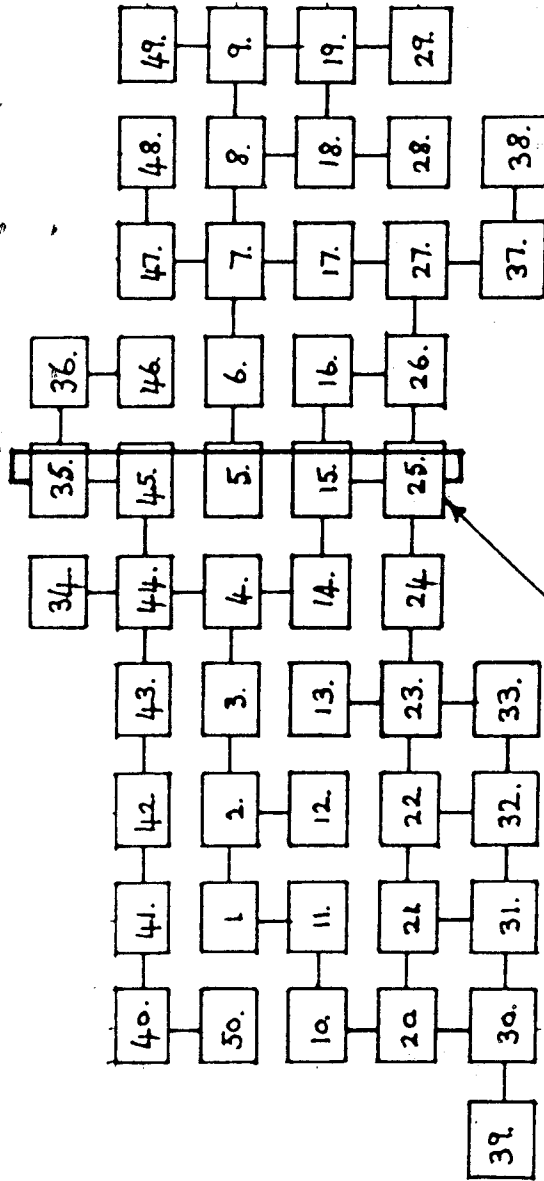
Here is an easy way of clearing the screen. During play just hold down the INST/DEL key to go up one level, gain bonus points and an extra ship.

### SWORD OF DESTINY

### ASTRAL PROBLEMS

Never quite got to that next flashing orb before your Astral Power runs out..? You see the trick is to find an alien that comes down right in front of you, shoot him and he whizzes up the screen, then he comes right down again. When he does just zap him again. Keep doing this till your Astral Power reaches the required length.

# ROCKMAN SCREEN MAP



THIS SCREEN IS MOST  
DIFFICULT TO COMPLETE.

**BWARE!** ON SOME SCREENS YOU HAVE TO MOVE AS SOON AS THE  
SCREEN APPEARS.

COMPILED BY B.C. KING

## CHAT BOXING

This is for any people who have not got a joystick and find it difficult to use the keys given. here are some better controls you have to program yourselves.

As soon as the program loads hold down the RUN/STOP key and press reset without letting go of the RUN/STOP key. You should now be in the Machine Code Monitor. You should see the word Monitor on the screen and other things called values. Now type in EXACTLY what you see below.

```
3790 54 27 A9 57 8D 56 27 A9
3798 58 8D 5D 27 A9 44 8D 64
37A0 27 A9 41 8D 6B 27 A9 51
37A8 8D 72 27 A9 5A 8D 79 27
37B0 A9 45 8D 80 27 A9 43 8D
37B8 87 27 A9 20 8D D4 06 60
X (RETURN)
RUN (RETURN)
```

Your new much easier controls should now be:

### DEFENCE

W = JUMP

X = DUCK

A = MOVE LEFT

D = MOVE RIGHT

### ATTACK

Q = PUNCH HEAD

Z = PUNCH CHEST

E = KICK HEAD

C = KICK BODY

SPACE = SWEEP LEG

### HELP ON THE FIGHTING

The first two opponents are quite easy. But the last is impossible. To beat him you will have to time the right moment to charge in to attack. All of the time keep away from him until you can attack him. Those fortunate enough to have a rapid fire joystick can easily turn them on and leg sweep all 3 to death.

## APPLE-FRUITY!

### RED CHERRIES

On every third level (3,6,9,12etc) try to push the blocks to enclose the flashing square, so there is just one empty square for the apple gang to go in. Wait till 6 apples go out and back in again, and then fill in the empty square by pushing a block into it. This will squash all of them in one go, easy eh!

## TYCOOR TEX

It is best to play on the HARD level as EASY takes too long and IMPOSSIBLE is as it says. If you hold down the CBM key the game will pause. Space will restart it. If held down together by a friend the game will slow down allowing you to keep up with it.

## WILLIAMSBURG ADVENTURE 3

### THE COMPLETE SOLUTION

GO EAS,GO EAS,GO EAS,GO TAV,SIT TABLE,PAY WAITER,GO SCRIBNERS,EXAMINE PLACARD,  
 BUY MAP,GO SOU,GO WES,TAKE CANNON,SHOOT STUDENT,TAKE STUDENT ID,GO EAS,GO EAS,  
 GO EAS,GO EAS,DROP MAP,GO EAS,GO SHOP,TAKE BOOK,GO NOR,GO WES,DROP ID,GO EAS,  
 GO EAS,GO NOR,GO NOR,GO SHOP,BREAK CAMERA,SHOOT LADY,TAKE CROSS,GO SOU,GO SOU,  
 GO SOU,GO WES,GO WES,DROP CANNON,TAKE MAP,GO WES GO WES,GO NOR,GO WES,PUSH STONE  
 ,GO STAIRS,GO EAS,GIVE BOOK,GO WES,GO SOU,GO EAS,GO SOU,GO EAS,GO NOR,GO NOR,  
 UNLOCK GATE,GO GATE,PUSH CHAIR,GO EAS,GO BED,GO NOR,GO NOR,GO NOR,GO EAS,GO NOR,  
 GO WES,GO SOU,GO SOU,GO SOU,GO WES,GO NOR,GO NOR,GO EAS,DROP MAP,TAKE HORSESHOE,  
 GO PATH.

### CONTRIBUTORS

WE WOULD LIKE TO THANK THE FOLLOWING FOR THEIR CONTRIBUTIONS

TO THIS ISSUE.

J. BAKEWELL,MACCLESFIELD. H. VAYRYNEN,FINLAND. J. ILLAVIA,SUTTON. T. FROST,  
 MONTROSE. F. CIFTCI,LONDON. L. BAURRIERE,FRANCE. R. BENCE,HURST GREEN. J. COOPER,  
 IRELAND. P.WOLFSON,BOWDON. D. WEST,SHEFFIELD. A. GLEDHILL,BARNSELY. D. HAY,  
 MANCHESTER. A. POWELL,SUTTON. J. NORTH,SUTTON. R. NURDEN,GWENT. J. BARNSLEY,  
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 MANCHESTER. R. COPE,SKEGBY. A. SMITH,ECCLESTON. S. WARD,WASHINGTON. C LEONTIS,  
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 SHAHAR,WOLVERHAMPTON. A. WESTMORLAND,BINSTWITH. R. SHIRLEY,LIPCHURCH. R. DEVLIN,  
 DERRY. S. MOORE,HUDDERSFIELD. S. RENAYNE,CAMBRIDGE. W. POOLEY,LIVERPOOL.

### GAMES REVIEW SECTION

#### INTRODUCTION TO THE MAIN HEADINGS AND WHAT THEY MEAN

**GAME TYPE** What is it? Adventure, Arcade, Strategy, etc.

**DESCRIPTION** The background to the game and what it is you have to do in it.

**GRAPHICS** What are they like. Are there awful colour clashes, do they give you a headache, or do they add to the enjoyment of the game.

**IRRITATIONS** Are there any small bugs in the program that hinder play, or just something about the game that turns you off.

**ORIGINALITY** Is the game totally original in style or is it an improved version of an earlier game, is it a straight forward rip off or does it even matter.

**PLAYABILITY/ADDICTIVENESS** Is the game too hard, too easy, too confusing, just right, or does it just bore you to death.

**LASTABILITY** Will it keep you hunched over the keyboard hours, days, weeks, or even months. Or will it send you to sleep within minutes.

**VALUE FOR MONEY** Probably one of the most important items. Is it worth the selling price.

**CONCLUSION** Summing up has it succeeded or failed.

#### THE SCORING SYSTEM

The marks are awarded out of a maximum 100%. The percentages and their ratings are listed below.

Between	90-100%	(H&D RAVE)
Between	80-89%	(EXCELLENT)
Between	70-79%	(VERY GOOD)
Between	60-69%	(GOOD)
Between	50-59%	(AVERAGE FOR THAT TYPE OF GAME)
Between	40-49%	(POOR)
Between	30-39%	(RUBBISH)
Between	0-29%	(#&\$@)

## ARCADE



**TITLE** ACE  
**PUBLISHED** ARCADE  
**R.R.P** £9.99

**GAME TYPE** AIR COMBAT, ARCADE  
**DESCRIPTION** All of your comrades have been shot down in the face of overwhelming odds. You (gulp!) are alone against the numerous enemy air-craft, massed against you, they will try to evade you and you must shoot them down but be warned when provoked they will fight back.

**GRAPHICS** The screen represents your cockpit view, the top half shows your view and any enemy present on a blue (sky) green(land) horizon. The bottom half is not a familiar instrument panel but contains all your status details and the all important radar.

**IRRITATIONS** The only minor irritation was the flight of your rockets when you fire at the enemy they seem to take an age to reach them and also it appears to be a matter of luck whether you hit the enemy plane or not.

**ORIGINALITY** A gripping combat simulation based in the air, highly original.

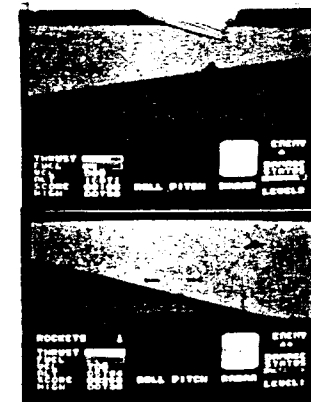
**PLAYABILITY/ADDICTIVENESS** The game does not just require you to fly along blasting planes a great deal of skill is used to find the enemy in the first place. Your radar displays the whereabouts of the enemy, whether to your left or right, below or above, flying towards or away. The skill is getting your air-craft to the same level then joining in a dogfight. All this plus having to keep a constant vigil on your fuel, air-speed, altitude and damage make this very playable and addictive.

**LASTABILITY** Add to the very day time flying the levels which allow dusk and night flying and you have a game that should keep you happy for quite a few sessions. Certainly days or perhaps weeks of fun from this.

**VALUE FOR MONEY** Certainly one of the dearer C16/PLUS 4 games and good value although £2.00 less would have been ideal.

**CONCLUSION** This game leans more towards the arcade skill than the flight simulation skill and makes excellent use of 15.75K of memory. The game carries a warning 'that due to its realism ACE may cause air sickness to the player' the statement is just a little over the top but it is a very good to excellent game.

**CONTROLS** Joystick or Keyboard.



### ACE THE SCORE

GRAPHICS	70%
ORIGINALITY	85%
PLAYABILITY	72%
ADDICTIVENESS	79%
LASTABILITY	80%
VALUE FOR MONEY	72%
ED RATING	4.2

### R.R. #6.9\*

GAME TYPE ARCADE

**DESCRIPTION** This game has you racing around one of 5 screens, collecting 5 diamonds within a time limit. To hinder you there are monsters and to help there are various ladders, slides, trampolines, transporters and lifts. If you get fed up with the screens that come with the game there is also an excellent touch whereby you can create your own playing screens and save them to tape.

**GRAPHICS** The graphics are big and clear and your control of your man is very responsive. When it comes to designing your own screens there is an excellent menu system which makes it all a lot simpler.

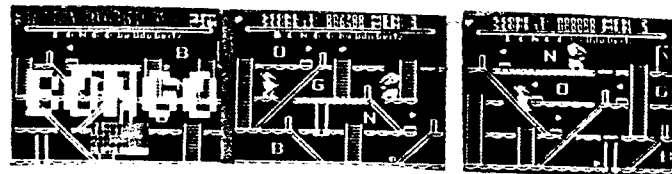
**IRRITATIONS** Graphics are big but it may have been better to have smaller and more complex screens. This is only a small gripe as the screens are fairly difficult to complete as it is.

**ORIGINALITY** Ows a lot to the Kong type game but is a very good conversion. The ability to create your own screens is a nice touch.

**PLAYABILITY/ADDICTIVENESS** The monster or giant always makes straight for you, so you have to be fairly quick getting about. Fortunately the monster can only use the slides and ladders whilst you also have the option of using transporters trampolines and lifts, very handy in a tight spot. There are 5 skill levels and a one or two player option, you can also change the number of lives you have up to 9 and you have the ability to pick the screen you wish to play, if you complete all the different screens or just get fed up you can always go into construction mode and make up your own screen which can then be saved and use for future games it makes the game very addictive to play and construct.

**LASTABILITY** The option of designing your own screens adds to this point, as well as playing

**CONCLUSION** The game was programmed in Germany and comes from a new software house called ANCO. Their advertising is similar in style to ANIROG but we are not sure whether there is a relationship. This is the first of a number of planned releases by ANCO and if they come up to the same standards, things look very promising indeed.



for hours you can add the interest of designing your own screens as well.

**VALUE FOR MONEY** Excellent value at £6.95 for the arcade fan a must.

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### BONGO THE SCORE

GRAPHICS	70%
ORIGINALITY	85%
PLAYABILITY	72%
ADDICTIVENESS	79%
LASTABILITY	80%
VALUE FOR MONEY	72%
ED RATING	4.2



GAME TYPE MISC ARC/STRATEGY

**DESCRIPTION** Four quite separate games on this compilation. Monkey Magic, a monkey shoot em up, as you lead your hero on his quest for the holy scriptures. Blagger, a multi screen platform game where you collect keys and complete in turn each of the difficult 20 screens. Xargons Revenge, a space age shoot em up with 96 levels of play. Timeslip, the classic Skramble strategy game that involves controlling craft through 3 very long and difficult zones.

**GRAPHICS** Very good with plenty of background the most feeble contained in Xargons Revenge.

**IRRITATIONS** Whats the point if you get fed up of one game just load in the next

**ORIGINALITY** All four games have been released in their own right at full price although they are a little dated, for new owners still highly original and entertaining.

**PLAYABILITY/ADDICTIVENESS**

**MONKEY MAGIC/XARGONS REVENGE** Of the four games these two although containing different scenario's are the most alike. Very basic blast away techniques are needed and both games are ideal for the arcade shoot em up addict. They are very easy to get into but do require a good trigger finger and quick reaction.

**BLAGGER** On its release was hailed as being the best arcade strategy game about. Although it now appears to be a little slow compared to some latter day offering it still stands up well. A great deal of time and effort is required to complete each screen add to this the requirement of split second timing, still make this totally aggravating but also very addictive.



**TIMESLIP** Probably the best game on the tape and one certainly that would have been well received on any other of the bigger home computers. Not just quick reaction needed but also takes a good deal of thought to synchronize the clocks in each of the time zones. Very addictive and certainly leaves your nerves frayed.

**LASTABILITY** As in irritations although each game will last well, you can always load in another should you get too frustrated with one of them, should provide weeks of play.

**VALUE FOR MONEY** Excellent, definitely no complaints.

**CONCLUSION** Four very good to excellent games with both Timeslip and Blogger probably worth £6.00 each in their own right. The first compilation C16/PLUS 4 classics I, was very good, this is by far superior and unless you already have 2, or 3 of the games, well worth adding to your collection.

**CONTROLS** All keyboard or Joystick.

#### C16/PLUS 4 CLASSICS THE SCORES:

GRAPHICS	79%
ORIGINALITY	72%
PLAYABILITY	77%
ADDICTIVENESS	81%
LASTABILITY	75%
VALUE FOR MONEY	85%
H&D RATING	90%

R.R.P £7.95

**GAME TYPE** ARCADE

**DESCRIPTION** You play the role of Super Joe the crack combat soldier equipped with only an M60 machine gun you must carry out your lone crusade, forcing your way into hostile territory, your mission is to invade each of the five areas, clearing each of your opponents before finally destroying your objective, the enemy fortress.

**GRAPHICS** Not bad but there are not a great deal of screens, you can certainly ignore the felt tip drawing on the inlay.

**IRRITATIONS** The five areas mentioned are simply five screens, no scrolling action and not a lot of game content at all.

**ORIGINALITY** Original scenarios if not game content.

**PLAYABILITY/ADDICTIVENESS** Each of the screen contain trenches with enemy troops hiding and well defended bridges to cross but the screen are not exactly large and within 10 minutes of playing 3 of the 5 screens had been completed. The game does get progressively harder as you go on but you are certainly left with a feeling of why bother, lacking in game content although you may be happy to shoot away for a half hour or so.

**LASTABILITY** Not a game that we can see you constantly returning to. Only at the most a few hours mileage in it.

**VALUE FOR MONEY** On the face of it not badly priced but well over the mark for the game that you get. The name will sell it but a great let down and £3.95 would have been nearer the mark.

**CONCLUSION** Certainly one of the most looked forward too games about which probably makes it even more of a let down. We cannot see where the 16K's worth of memory has gone. Very disappointing.

**CONTROLS** Joystick only. (a little unreliable in control at times).



#### COMMANDO THE SCORES

GRAPHICS	77%
ORIGINALITY	71%
PLAYABILITY	68%
ADDICTIVENESS	80%
LASTABILITY	48%
VALUE FOR MONEY	44%
H&D RATING	39%

**GAME TYPE** ARCADE

**DESCRIPTION** Your planet is being raided by space pirates and you are the only one capable of flying the gullwing falcon, its you against the world again.

**GRAPHICS** Brightly coloured action as your ship skims across the planets surface with you looking from behind the ship. A reasonable 3d effect that is uncommon on the C16/PLUS 4. A nice change from the usual 2d effect shoot em up.

**IRRITATIONS** The game is very difficult and unfortunately as far as this game is concerned rather than inspiring you to try and get further it makes the game lose its appeal.

**ORIGINALITY** It owes a great deal to its big brother on the Spectrum and C64, Buck Rogers and Planet of Zoom, but there is certainly nothing similar on this machine.

**PLAYABILITY/ADDICTIVENESS** An interesting thing about this game is that every 3 or 4 seconds 2 giant stone posts appear which are apparently to relieve the pressure as the pirates dare not travel between them. The trouble is you usually end up crashing into one of them as they come up very quickly

allowing you little time to take evasive action. The aim is to blast the aliens as quickly as possible with your concentration taken on avoiding the pillars the blasting takes a back seat. A game that looks good but is extremely hard to get into.

**LASTABILITY** Difficult games either keep you going back for more or turn you off unfortunately this probably falls into the latter category. It will last as long as your patience, minutes rather than hours.

**VALUE FOR MONEY** A very reasonable price/pity about the game.

**CONCLUSION** Not a game for the average player, a very responsive joystick a must plus extremely quick reflex's. The game promises a great deal but is so totally irritating to play, a great shame.

**CONTROL** Joystick or Keyboard.

#### GULLWING FALCON THE SCORES

GRAPHICS	77%
ORIGINALITY	79%
PLAYABILITY	46%
ADDICTIVENESS	44%
LASTABILITY	43%
VALUE FOR MONEY	45%
H&D RATING	47%





**R.R.P \$6.99**

**GAME TYPE ARCADE**

**DESCRIPTION** You play the role of Jesse James the deadly gunslinger out to increase his cash in the bank gained by gunning down outlaws who pop up in your cowboy town.

**GRAPHICS** Tynesoft make a very unusual claim that this has probably the best graphics yet seen on the C16/PLUS 4. The town is simple and blocky but there is not a massive amount of animation. There are five screens only and certainly not a lot to justify their claims.

**IRRITATIONS** Not a massive game content and probably a little too slow for the quick fire merchants.

**ORIGINALITY** A nice unusual theme for a game that is good fun too play, very entertaining.

**PLAYABILITY/ADDICTIVENESS** The outlaws can pop up on any one of the five different screens, the main difficulty is gauging where to shoot. You can raise or lower your six gun, and to shoot an outlaw you have to be on line and fire at the correct height. Any shots that miss register as a flashing cursor

so that you can gauge how far you have to alter your shot. Sadly the outlaws do shoot back so misses can be very costly with only three lives and seven bullets. Fortunately the bullets can be replenished by going back to your horse. The game is very easy to get into and although a quick reflex is not always necessary timing is very important. The main aim is to run up a high score, and although there is not a massive game content it is quite addictive.

**LASTABILITY** Many hours of fun but not really a game that will keep you going back over and over again.

**VALUE FOR MONEY** Reasonably priced for the obvious time and effort that has been put in. To the buyer £1.00 less would be slightly more realistic.

**CONCLUSION** The first western type game produced by a software publisher quite well known on the C16 PLUS 4 Tynesoft have produced some rather feeble games in the past. This is by far their best to date

and leaves their others for dead, lets hope they produce more of the same.

**CONTROLS** Joystick or Keyboard.

**GUNSLINGER THE SCORES**

GRAPHICS	74%
ORIGINALITY	47%
PLAYABILITY	48%
ADDICTIVENESS	75%
LASTABILITY	69%
VALUE FOR MONEY	66%
H&D RATING	78%



**R.R.P £6.99**

**GAME TYPE ARCADE**

**DESCRIPTION** Your aim in this is to completely destroy the blue squadron in each of the 8 levels in which there are 4 stages on each.

**GRAPHICS** Clear graphics where your one plane dodges, weaves and blasts its way around a screen, sometimes filled with enemy planes and bombs. All very clear and the explosions are not bad.

**IRRITATIONS** Not many miles removed from other very similar game styles, one or two released by Gremlin themselves. A very simple arcade shoot em up.

**ORIGINALITY** The game is in the familiar Galaxian mode, where the enemy sweep down from above dropping bombs etc. Ows a great deal also to Gremlins Xargon games although there is no doubting that this is of a better standard.

**PLAYABILITY/ADDICTIVENESS** There is no doubt that this game should appeal to the arcade fan and this is one of the best Galaxian type games I for one have seen on any computer. Instead of a rocket ship you have a what looks like 2nd world war aircraft that you can move

around the screen, up, down, left and right at will. The enemy craft appear in waves and swoop down at you, at various angles some dropping bombs others not it takes a good eye and quick reflex to dodge or blast the enemy as they rain in. If you don't rate yourself as an arcade player, steer well clear otherwise and if you like the Xargon type games this should keep your interest for quite a time.

**LASTABILITY** Not a massive game content and for many interest will all to quickly be lost, as your lives are lost very quickly, arcade fans should enjoy the challenge of all 8 levels.

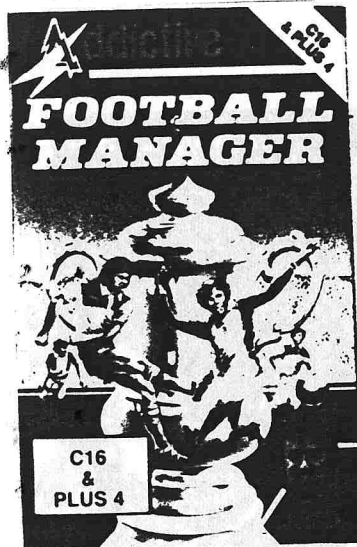
**VALUE FOR MONEY** No complaints on the £6.95 price tag.

**CONCLUSION** Gremlin seem to have deliberately gone for a title that will encourage people to buy. The reach for the Sky title and blazing aircraft picture on the inlay, initially gave us the impression of an air/combat game, cockpit view and everything, as a result of this impression the game was a little disappointing having said that for an arcade shoot em up it is good and certainly one of the best animated we have seen and far superior to Gremlins Xargon series. On the whole a game worth looking at for the true shoot em up fan.

**REACH FOR THE SKY THE SCORES**

GRAPHICS	76%
ORIGINALITY	59%
PLAYABILITY	62%
ADDICTIVENESS	60%
LASTABILITY	58%
VALUE FOR MONEY	71%
H&D RATING	63%





R.R.P £7.95

**GAME TYPE** FOOTBALL MANAGER SIMULATION

**DESCRIPTION** Manage your favorite team from the 4th division, hopefully winning one or two F.A. Cups on the way.

**GRAPHICS** No animation involved in the game just a few menu and information screens all clear and easy to understand.

**IRRITATIONS** A little bit of a bind having to press 99 at frequent intervals to progress, but only a very minor quibble.

**ORIGINALITY** The C16/PLUS 4 already has the "boss" which is a simulation in a very similar mode but ironically the "boss" owed a great deal to this game which appeared first on the other machines C16/PLUS 4 owners have certainly been kept waiting for this and at first glance, well worth waiting for.

**PLAYABILITY/ADDICTIVENESS** What ever team you pick you start in the fourth division which is a nice touch. The main bonus are the 7 levels of play from beginner to genius, in all fairness it is fairly easy to win leagues and cups on the lowest level but for a real nail biting time try managing your team on the top 4 levels. Each

division contains only 8 teams including yours but you play each twice to make a 14 game league season. As well as league matches you have all the rounds of the F.A. Cup including the first two rounds when you are in the 3rd and 4th division. Its not just as simple as playing teams you have to buy and sell players but beware you only have a certain amount of cash although high interest loans are available. The big decisions are made when you play a game. Your players and therefore the team have two attributes, energy and morale. Your overall team is compared to your opponents on scores for defence, midfield and attack. Your job is to swap and change to get the best score possible and then it is fingers crossed for the game. As the game is played any scores flash up until finally you get the result. Winning also increases your gate money losing the opposite effect with one eye on your bank balance and the other on the tables. The end of the season brings the normal relegation and promotion and your own managerial rating. Easy to play and totally addictive to all football fans.

**LASTABILITY** The ability to save the game gives this a lasting appeal that will keep you enthralled for many many seasons.

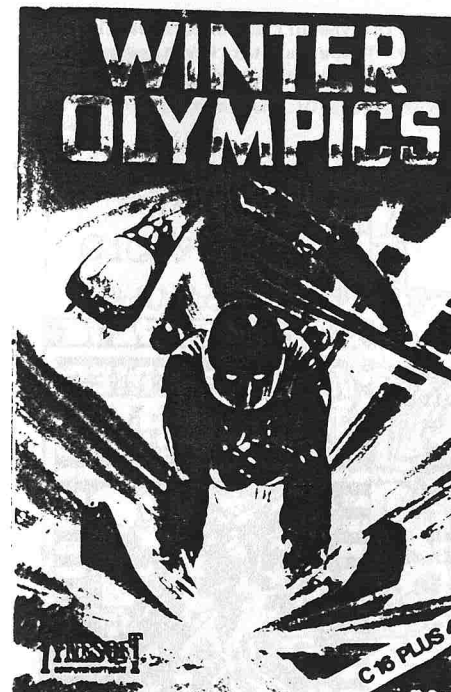
**VALUE FOR MONEY** Nice price for a nice game.

**CONCLUSION** Whether you have the 'boss' or not to the computer playing football fan this is a must. Non football holics be warned it is an acquired taste.

**CONTROLS** Keyboard only.

**FOOTBALL MANAGER THE SCORES**

GRAPHICS	58%
ORIGINALITY	74%
PLAYABILITY	84%
ADDICTIVENESS	88%
LASTABILITY	87%
VALUE FOR MONEY	81%
R&D RATING	83%



R.R.P £6.95

**GAME TYPE** WINTER SPORT SIMULATION

**DESCRIPTION** Sport simulation where you compete in 6 challenging (there words not ours) winter sport events. Speed skating, ski jump, Cresta run, ski slalom, curling, and Downhill

**GRAPHICS** The graphics are O K but the animation is a little jerky. Some nice back drops although very white.

**IRRITATIONS** Boredom in the main, more about this in playability. You load each event independantly which is a bit of a drag.

**ORIGINALITY** The first winter sport simulation to appear although we have had other sport simulations. Scores reasonably well on this point.

**PLAYABILITY/ADDICTIVENESS** We will go through the 6 events seperatly

**SPEED SKATING** You go against a computer pacer and it requires steady left right movement(keys or joystick). You go for a fast time. 2 or 3 goes at this will probably all you will stand.

**SKI JUMP** Time your jump from the ramp then time your landing. The

main skill is in landing, but once mastered easily forgotten.

**CRESTA RUN** Some fast bobsleigh action at last. You control the sleigh by pressing left and right which helps you negotiate the corners. It is possible to increase your speed or decrease, so if you complete the course without crashing, there is something you can aim at bettering, but it is difficult to improve by more than a couple of seconds.

**SKI SLALOM** Left, right, increase and decrease speed options as you guide your man through the gates. Very difficult to complete a course, never mind get a good time. Control is very slow and sluggish.

**CURLING** You propel your curling stone down the ice, and you get the view from behind your man. We had at least 4 people trying to master and understand this event. Not one knew what the aim was, although it was possible to beat the computer without knowing it.

**DOWNHILL** Virtually the same as Ski Slalom without gates, but the trees prove just as difficult to negotiate.

Overall as addictive as eating concrete.

**LASTABILITY** It does take time to load all the events and this time probably makes up 50% of the time you will spend on it. Minutes rather than hours.

**VALUE FOR MONEY** Thank goodness it has only a £6.95 price tag, probably worth the 95 pence.

